

ROLL	ROLL	ROLL	ROLL	ROLL	ROLL	ROLL	ROLL	ROLL	ROLL	ROLL	ROLL	ROLL	ROLL	ROLL	ROLL
BLINK OUT	BLINK OUT	BLINK OUT	BLINK OUT	BLINK OUT	BLINK OUT	BLINK OUT	BLINK OUT	BLINK OUT	BLINK OUT	BLINK OUT	BLINK OUT	BLINK OUT	BLINK OUT	BLINK OUT	BLINK OUT

DV/AV Modifiers

Fusion Markers

+1	+1	+1	+1	+1	+1	+1	+1	AV5 FUSION 1	AV6 FUSION 1	AV6 FUSION 1	AV6 FUSION 1	AV6 FUSION 1	AV7 FUSION 1	AV7 FUSION 1	AV7 FUSION 1
+1	+1	+1	+1	+1	+1	+1	+1	AV5 FUSION 2	AV6 FUSION 2	AV6 FUSION 2	AV6 FUSION 2	AV6 FUSION 2	AV7 FUSION 2	AV7 FUSION 2	AV7 FUSION 2
+2 +2	+2 +2	+2 +2	+2 +2	+2 +2	+2 +2	+2 +2	+2 +2	AV5 FUSION 1	AV5 FUSION 1	AV5 FUSION 1	AV4 FUSION 1	AV4 FUSION 1	AV4 FUSION 1	AV4 FUSION 1	AV4 FUSION 1
+2 +2	+2 +2	+2 +2	+2 +2	+2 +2	+2 +2	+2 +2	+2 +2	AV5 FUSION 2	AV5 FUSION 2	AV5 FUSION 2	AV4 FUSION 2	AV4 FUSION 2	AV4 FUSION 2	AV4 FUSION 2	AV4 FUSION 2
FRONT X2	FRONT X2	FRONT X2	FRONT X2	FRONT X2	FRONT X2	FRONT X2	FRONT X2	AV3 FUSION 1	AV3 FUSION 1	AV3 FUSION 1	AV3 FUSION 1	AV3 FUSION 1	AV2 FUSION 1	AV2 FUSION 1	AV2 FUSION 1
BACK X2	BACK X2	BACK X2	BACK X2	BACK X2	BACK X2	BACK X2	BACK X2	AV3 FUSION 2	AV3 FUSION 2	AV3 FUSION 2	AV3 FUSION 2	AV3 FUSION 2	AV2 FUSION 2	AV2 FUSION 2	AV2 FUSION 2
X2	X2	X2	X2	X2	X2	X2	X2	AV2 FUSION 1	AV2 FUSION 1	AV2 FUSION 1	AV1 FUSION 1	AV1 FUSION 1	AV1 FUSION 1	AV1 FUSION 1	AV1 FUSION 1
+1	+1	+1	+1	-1	-1	-1	-1	AV2 FUSION 2	AV2 FUSION 2	AV2 FUSION 2	AV1 FUSION 2	AV1 FUSION 2	AV1 FUSION 2	AV1 FUSION 2	AV1 FUSION 2
+2	+2	+2	+2	-2	-2	-2	-2	1	2	3	4	5	6	7	8

Optional Shield Rules

Goal Markers